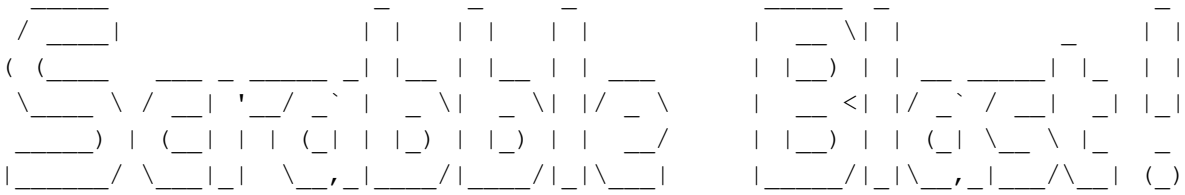


Scrabble Blast! FAQ

by KeyBlade999

Updated to vFinal on Dec 18, 2012



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|          Scrabble Blast!          |
|            An FAQ                |
|          By KeyBlade999          |
|                                  |
|          File Size: 17.1 KB       |
|        Current Version: Final     |
| Previous Update: 9:43 PM 12/12/2012 |
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Section Negative One: Donations          **BLAST!_1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents          **BLAST!_0**
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Section One: Introduction

BLAST!_1

Welcome to another FAQ of mine. This one covers the GameBoy Advance game known as Scrabble Blast!. Scrabble Blast! is based strongly off the familiar board game by Hasbro known as Scrabble, a game in which you make words to score points.

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Well, actually, that pretty much ends another crappy introduction. Here is an FAQ for you. Enjoy.

Section Two: Version History

BLAST!_2

Final - First and likely only version of this FAQ completed.
9:43 PM 12/12/2012

Section Three: Legalities

BLAST!_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Table with 2 columns: Allowed sites for my FAQs and Forever-Banned Sites. Lists various websites like GameFAQs, CheatCC, and Mega Games.

Section Four: General Scrabble Basics

BLAST!_4

These are the general rules of Scrabble. While they are not entirely applied directly to this game, they are still good, general rules to note.

Play Progression

When you start a new game, the player order is determined by the order the players were picked (P1 = first player, etc.).

When it becomes your turn, you have four choices. You can play a word on the board. You must play one or more of your seven tiles. You can play parallel or crosswords-like to a word, but you can never make a diagonal word or a word spelled backwards (if it is still a word, it is okay), or a one-letter word. Any words played must be legal (actual words). You can exchange your tiles, the button for which is on the bottom-left corner. You can select any of the seven tiles to switch out. You will earn no points and your turn will end. You can pass, where you earn no points and exchange no tiles. You can challenge the previously-played word if you think it is not a word. The rules for that are below.

Eventually, you'll run out of tiles in whatever they are being kept in. This means the game is nearing its end. The game will end when one player empties his/her rack and there are no more in the bag, or when no player can make a legal move. At that point, everyone's tiles' values are added. The total of all tiles are ADDED to the person who ended the game's score. Each player's individual value is subtracted from their score. Whoever has the highest score wins.

Tile/Word Scoring

If you play a word, it is then scored as follows. Note that this assumes the base value of the word - no double/triple word/letter, and no silvery doubled-value words.

Step #1: Add base value of tiles (below).

O=====O=====			
Letter	Points (base values)		
O=====O=====			
Blank	0		
A	1		
B	3		
C	3		
D	2		
E	1		
F	4		
G	2		
H	4		
I	1		
J	8		
K	5		
L	1		
M	3		
N	1		
O	1		
P	3		

Q	10
R	1
S	1
T	1
U	1
V	4
W	4
X	8
Y	4
Z	10

O=====O=====O

Step #2: Add any letter bonuses, if any.

Step #3: Add any word bonuses, if any.

Step #4: If BINGO (all seven tiles played), add fifty points.

These letter and word bonuses are the colored spaces on the board. The board is below, with a key of what means what.

3W			2L				3W				2L			3W
	2W				3L				3L					2W
		2W				2L		2L					2W	
2L			2W				2L				2W			2L
				2W							2W			
	3L				3L				3L				3L	
		2L				2L		2L				2L		
							*							
3W			2L				2W				2L			3W
		2L				2L		2L				2L		
	3L				3L				3L				3L	
				2W							2W			
2L			2W				2L				2W			2L
		2W				2L		2L				2W		
	2W				3L				3L				2W	

	3W			2L				3W				2L			3W

- * -> Starred space (is double word as well)
- 2L -> Double letter value space
- 3L -> Triple letter value space
- 2W -> Double word score space
- 3W -> Triple word score space

After the word is scored, you will then take some tiles to replace those you used, making the total return to seven. If there aren't enough tiles left, you'll take all that is left. The game will end and be scored as detailed above.

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                        Section Five: The Game Modes                        **BLAST!_4**
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Action:
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In this mode, you'll be given a 7x7 board filled with tiles. Your goal is to create words using them by selecting a letter, going in one direction for another, and so on. They do not have to be fully horizontal or vertical - they even run diagonally; so long as they are legit words, you'll be fine. You'll gain points by making words based on the various values attached to them and the squares beneath them - to actually complete the word, press the A Button on the final tile you want in the word.

However, there are some tiles that have light-blue clock emblems on them. As time passes, if those clock letters are not used, the clock moves down a tile. To survive, you'll need to use them before they move past the bottom row of letters, or it is a game over. You'll go through levels based upon how many words you make.

This mode can be played with two alternating players as well.

Puzzle:
 \ \ \ \ \ \ \

The same as Action mode, but there is a minimum number of letters per word - it starts at three, but later increases. With each word made, any clocks will go down if not used - if they go past the bottom, it's over.

This mode can also be played with two alternating players.

Classic:
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You get the usual 7x7 grid and a number of tiles (101, 202, 505) and are to try to score as high as possible with those tiles.

Points:

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Get the specified score before time runs out. Principles are the same as usual.

Words:

.....

Get as many points as possible with a specific number of words.

Survival:

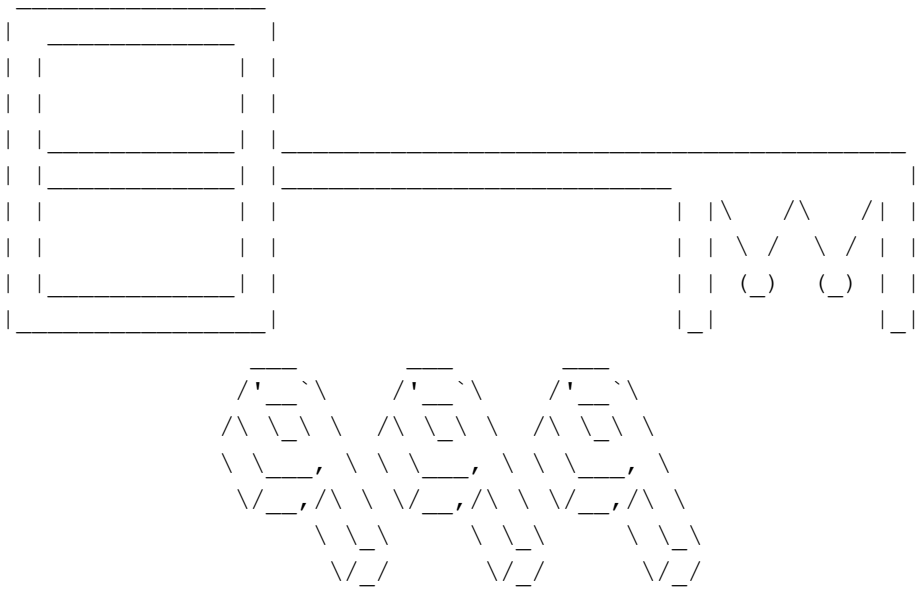
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Same principles, but you are timed and need to earn points to extend the time.

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O=====O
|           This is the end of KeyBlade999's           |
|           FAQ for the GameBoy Advance game           |
|           Scrabble Blast!.                           |
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KeyBlade999